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Talia Monroe

Concept Artist

Concept artist with nine years of experience creating original character and world designs for games and animated films. Adept at translating creative briefs into dynamic visuals. Skilled in fast-paced, collaborative studio environments.



Seattle, WA 98101



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email@example.com



Portfolio

KEY SKILLS

- Anatomy studies
- Character design
- Color theory
- Environment concepting
- Linework
- Mood board creation
- Photoshop
- Sketching
- Visual development

PROFESSIONAL EXPERIENCE

LEAD CONCEPT ARTIST | BINARY REALMS STUDIO SEATTLE, WA | JUNE 2018 – PRESENT

- Created over 250 concept illustrations for a fantasy MMORPG
- Lead visual development from ideation through final handoff to modeling teams
- Presented pitch decks to stakeholders and helped secure funding for three projects

CONCEPT ARTIST | STUDIO NOVA VANCOUVER, BC | JULY 2014 – MAY 2018

- Delivered environmental thumbnails and full scenes for three animated feature films
- Partnered with directors to define narrative tone visually
- Designed key characters later adapted into merchandise lines

EDUCATION

- Bachelor of Fine Arts (BFA) in Illustration
Rhode Island School of Design, Providence, RI | May 2013